

CLAIMS

What is claimed is:

1. A method for computing within a grid environment comprising the steps of:
identifying a host software object;
associating a software object with said host software object;
within said associated software object, replicating host actions;
recording said replicated actions;
moving said host software object from one grid within said grid environment to another grid; and,
in response to said moving of said host software object, moving said associated software object from said one grid to said another grid.
2. The method of claim 1, wherein said host software object comprises a user object.
3. The method of claim 2, wherein said user object represents a player of a distributed multi-player gaming system, said recording step further comprising the step of:
recording actions taken by a user represented by said user object within said distributed multi-player gaming system.
4. The method of claim 1, wherein said replicated actions are passive actions, said method further comprising the step of:
preventing said replicated actions from operationally executing in said grid environment.
5. The method of claim 1, further comprising the steps of:
determining a location for logging data that is external to said associated software object; and,
conveying said recorded replicated actions to said determined location.

6. The method of claim 1, further comprising the steps of:
authenticating said associated software object within said another grid; and,
enabling said associated software object to automatically enter said
another grid based upon said authenticating step.
7. The method of claim 1, further comprising the steps of:
generating a new action within said host software object; and,
replicating said new action within said associated software object.
8. The method of claim 1, further comprising the steps of:
selecting a plurality of host software objects;
for each selected host software object, repeating said associating step, said
replicating step, and said recording step; and,
modeling behavior of at least a part of said grid environment using data obtained
from said recording steps.
9. The method of claim 1, further comprising the steps of:
disassociating said associated software object from said host software object;
and,
associating said previously associated software object with a different host
software object.
10. The method of claim 1, further comprising the steps of:
cloning said associated software object to create a copied object; and,
associating said cloned object with a different host software object.
11. A system for logging information within a grid environment comprising:
a host software object configured to execute actions within said grid environment,
wherein said host software object can move among different grids of said grid
environment; and,

a ghost agent configured to log actions executed by said host software object, wherein said ghost agent is further configured to move among different grids of said grid environment to follow movement of said host software object.

12. The system of claim 11, wherein said host software object represents a user of said grid environment.

13. The system of claim 11, wherein said host software object represents an application within said grid environment.

14. The system of claim 11, wherein said host software object represents a process performed within said grid environment.

15. The system of claim 11, further comprising:

a ghost log repository that is a data store configured to receive log messages from a plurality of ghost agents.

16. The system of claim 11, further comprising:

a ghost interface configured to bind said ghost agent to said host software object.

17. A ghost agent comprising:

a ghost log configured to record activities of a host software object;

a ghost identifier configured to identify said ghost agent to components within a grid environment; and,

a ghost controller for managing interactions between said ghost agent and components external to said ghost agent, wherein said ghost agent can automatically move within said grid environment responsive to predetermined conditions relating to said host software object.

18. The ghost agent of claim 17, further comprising:

means for linking said ghost agent with said host software object.

19. The ghost agent of claim 17, further comprising:
means for disassociating said ghost agent from said host software object; and,
means for linking said disassociated ghost agent to a different host software object.
20. A machine-readable storage having stored thereon, a computer program having a plurality of code sections, said code sections executable by a machine for causing the machine to perform the steps of:
identifying a host software object;
associating a software object with said host software object;
within said associated software object, replicating host actions;
recording said replicated actions;
moving said host software object from one grid within said grid environment to another grid; and,
in response to said moving of said host software object, moving said associated software object from said one grid to said another grid.
21. The machine-readable storage of claim 20, wherein said host software object comprises a user object.
22. The machine-readable storage of claim 19, wherein said user object represents a player of a distributed multi-player gaming system, said recording step further comprising the step of:
recording actions taken by a user represented by said user object within said distributed multi-player gaming system.
23. The machine-readable storage of claim 20, wherein said replicated actions are passive actions, said machine-readable storage further comprising the step of:
preventing said replicated actions from executing in said grid environment.

24. The machine-readable storage of claim 20, further comprising the steps of:
determining a location for logging data that is external to said associated software object; and,
conveying said recorded replicated actions to said determined location.
25. The machine-readable storage of claim 20, further comprising the steps of:
authenticating said associated software object within said another grid; and,
enabling said associated software object to automatically enter said another grid based upon said authenticating step.
26. The machine-readable storage of claim 20, further comprising the steps of:
generating a new action within said host software object; and,
replicating said new action within said associated software object.
27. The machine-readable storage of claim 20, further comprising the steps of:
selecting a plurality of host software objects;
for each selected host software object, repeating said associating step, said replicating step, and said recording step; and,
modeling behavior of at least a part of said grid environment using data obtained from said recording steps.
28. The machine-readable storage of claim 20, further comprising the steps of:
disassociating said associated software object from said host software object;
and,
associating said previously associated software object with a different host software object.
29. The machine-readable storage of claim 20, further comprising the steps of:
cloning said associated software object to create a copied object; and,
associating said cloned object with a different host software object.